or other political sub-division of this State shall have the right to make or enforce any ordinance or regulation upon any subject for which provision is made in this sub-title. The provisions of this sub-title (except as herein otherwise specifically provided), are intended to be exclusive of all local and municipal legislation or regulations, upon the various subjects with which this sub-title purports to deal, and all public local laws, ordinances and regulations, inconsistent or identical therewith, or similar or equivalent thereto, are hereby repealed; and the charters of all municipal corporations of this State are modified so as to prohibit such corporations from making or enforcing any ordinance or regulations in violation of this section. This provision shall not be deemed as repealed by any Act hereafter passed, unless this provision is expressly referred to and repealed in terms, or some other clear evidence given of an intent on the part of the General Assembly to change the policy of the State herein declared; provided that nothing herein contained shall prohibit any town, city, county, special taxing area or any other municipal subdivision of this State from establishing and enforcing any reasonable traffic regulations or ordinances, or providing penalties for violation thereof; provided that such regulations or ordinances shall not be in conflict or identical with the provisions of this sub-title.

Sec. 3. And be it further enacted, That this Act shall take effect June 1, 1929.

Approved April 11, 1929.

CHAPTER 320.

AN ACT to authorize and empower the Chief of Police of Montgomery County to sell abandoned, stolen or lawfully seized motor vehicles held in the possession the Montgomery County Police.

Section 1. Be it enacted by the General Assembly of Maryland, That the Chief of Police of Montgomery County be and he is hereby authorized and empowered to sell at public auction any and all abandoned, stolen or lawfully seized motor vehicles remaining unclaimed for 60 days or more in the pos-